

Cards Analysis

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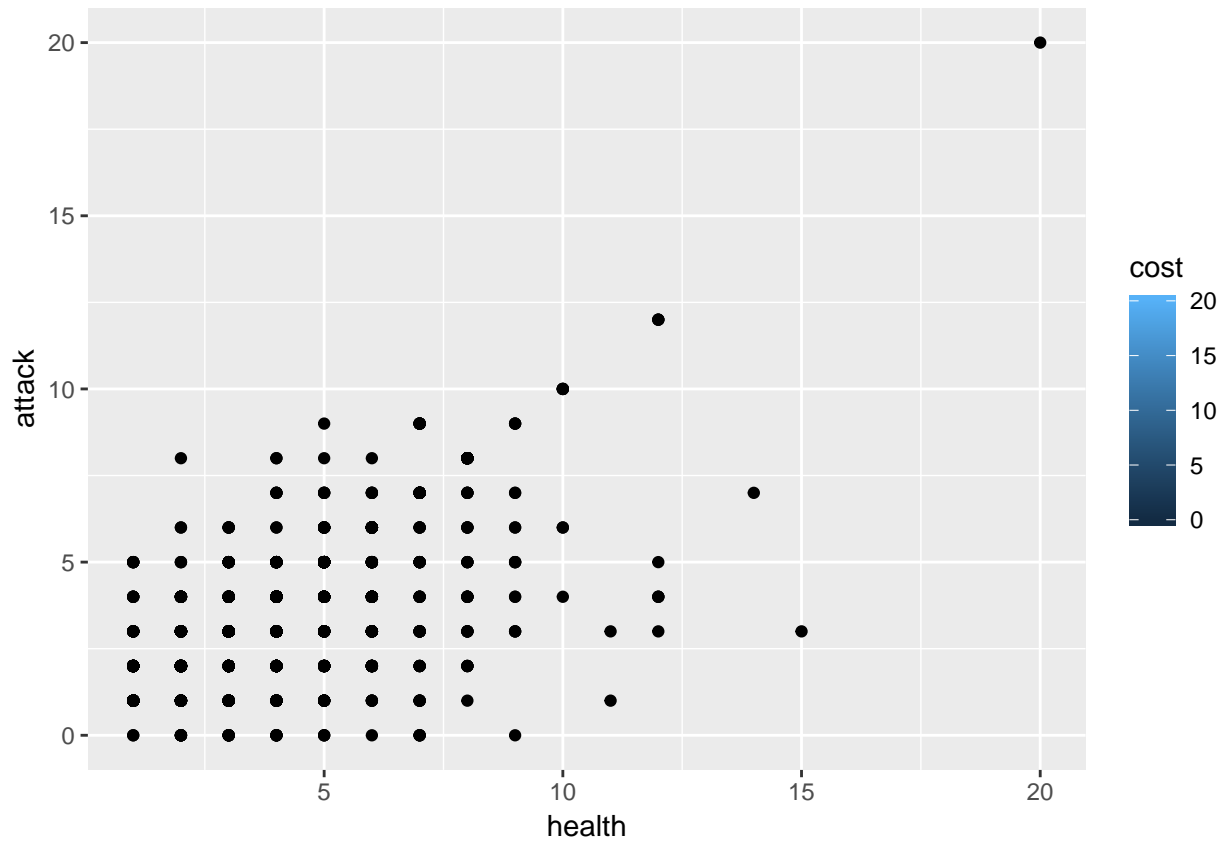
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Cards

Hearthstone revolves around a set of roughly 1700 cards that can be collected by players, put into decks, and then used in gameplay. Cards are broadly divided into four types; in descending order of frequency: Minions, Spells, Weapons, and Heroes. Cards may belong to one of nine classes or be neutral and playable by any class.

Minions

Minions are characters that may be placed on the game board. Generally they are used to threaten the opponent's hero or to defend against the opponent's minions. The most basic attributes of a minion are its cost to play, attack, and health. Minions may also have certain mechanics that alter their behavior in-game.



Spells

Weapons

Heroes

Appendix

I. Number of cards by type and class.

type	cardClass	n
MINION	NEUTRAL	657
MINION	WARLOCK	68
MINION	ROGUE	63
SPELL	MAGE	62
MINION	DRUID	61
MINION	HUNTER	61
SPELL	PRIEST	59
MINION	PRIEST	58
MINION	MAGE	57
MINION	SHAMAN	57
MINION	WARRIOR	57
SPELL	DRUID	56
SPELL	PALADIN	54
MINION	PALADIN	53
SPELL	HUNTER	52
SPELL	SHAMAN	51
SPELL	WARLOCK	50
SPELL	ROGUE	47
SPELL	WARRIOR	44
WEAPON	WARRIOR	16
WEAPON	PALADIN	11
WEAPON	ROGUE	9
WEAPON	SHAMAN	9
WEAPON	HUNTER	6
HERO	SHAMAN	2
HERO	WARRIOR	2
HERO	DRUID	1
HERO	HUNTER	1
HERO	MAGE	1
HERO	PALADIN	1
HERO	PRIEST	1
HERO	ROGUE	1
HERO	WARLOCK	1
WEAPON	DRUID	1
WEAPON	MAGE	1
WEAPON	PRIEST	1
WEAPON	WARLOCK	1